Impressions

BUILDER MANUAL

RULES OF ENGAGEMENT 2

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ABOUT THIS MANUAL

This document explains each and every builder section of Rules of Engagement 2. Each section`s purpose and functioning is detailed. Screen buttons are listed in uppercase bold text, with the keyboard key equivalent listed, in parenthesis, immediately following the button text, as in: "...use BUTTON (B) to..."

Please note that many options will bring up alert messages, such as "are you sure you want to delete...", and the usurper boxes bearing these messages are not always noted in the text because, as a rule, what to do when one appears is fairly self-evident.

OPERATIONAL OVERVIEW

There are seven builder sections. Six of these are used to create individual mission elements. The last is where the elements are brought together to form individual missions, and to link those missions into a cohesive campaign. Access to each section is via the program`s opening screen (the FWAF Facility directory for the Cetus Amicus O-Tower). Operational details for the opening screen are covered in the Fleet Operations Manual. Exiting any builder panel always returns you to the opening screen.

USER INTERFACE

Each builder has a distinct "look," and thus there exist several variations on the user interface. Operation is generally as in the game itself, with differences noted.

ACTION BUTTONS

The builder utilizes the CCSI system (as seen in Rules of Engagement 1) and derivatives of it. As such, action buttons are magenta/purple rather than the CCSI2 brown buttons. In many builders, buttons are not standard CCSI interface representations, but represented as hardware. In such cases, the buttons are still clearly buttons as they will feature the letter representing their keyboard equivalent in either magenta or blue (respectively, action and selection buttons). In the campaign builder section, the buttons are similar to standard CCSI, but the colors are darker.

COMMON CONTROLS

Throughout the builder sections, certain buttons are present that function more or less identically in each section. Although the appearance of such buttons varies from builder to builder, functionally they are equivalent. Descriptions of these controls are as follows:

LOAD (F1)

This button loads previously created data (captains, aliens, etc.) of the appropriate type into the current builder for examination and modification. If an item is currently being edited, you will be given the opportunity to save it before the LOAD function is activated.

SAVE (F2)

This button saves the item being edited/created. If the item has been previously saved, it will be overwritten.

AS (F3)

Pressing this button automatically depresses the SAVE button with it, and its function is to save the item being edited/created as a new item. If the item has been previously saved, it will not be overwritten. Instead, an additional item with the same name will be saved.

NEW (F4)

This button causes the settings of the current builder section to reset to default values. This allows you to create a new item and begin editing it without having to exit to the opening screen and re-enter the builder section. If an item is currently being edited, you will be given the opportunity to save it before the NEW function is performed.

DELETE (F5)

This allows you to remove from the disk previously saved data (captains, aliens, etc.) related to the current builder. A standard selector appears, allowing you to select which item to delete.

ESC (Escape)

This button aborts the function currently in use. It can be used from main sections, individual panels, selector boxes, and some usurper boxes.

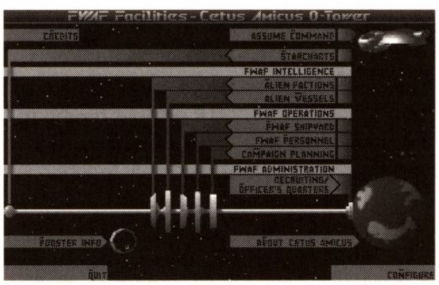
Note: With regards to the ship builders (FWAF Dockyard and Enemy Forces sections), the ESC key is not used for exiting. In those builders, EXIT (X) buttons appear.

THE BUILDERS

The following are the builders available:

BUILDER NAME	DESCRIPTION
Recruiting / Officer`s Quarters	Fleet Commander Builder
FWAF Personnel	FWAF Captain Builder
Alien Factions	Alien Faction Builder
FWAF Shipyard	FW Ship Builder
Alien Vessels	Alien Ship Builder
Starcharts	Map/System Builder
Campaign Planning	Campaign Builder

NOTE: The MISSION BUILDER is accessed through the campaign builder.



The builders are described here, not in the order which their labels appear on the program`s main screen, but in the order in which campaign elements are usually created, beginning with personnel (your and the enemies), ships, battleground, and finally the campaigns and missions themselves.

FLEET COMMANDER BUILDER

RECRUITING/OFFICER`S QUARTERS (O)

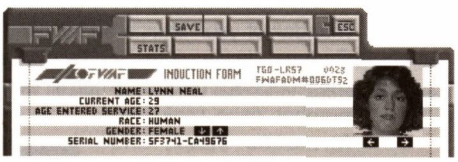
This section allows you to create, examine, and delete FWAF Fleet Commanders, your alter-egos in the game. It also allows you to convert your Breach 2 squad leaders into Fleet Commanders. Upon entering this mode, a desk will appear with several buttons on it. These buttons toggle the different modes of this section.

CREATE mode (N)

Summons a large "clipboard" bearing an induction form for you to fill out to "sign up" your Fleet Commander for active duty. This clipboard dominates the screen, and other modes cannot be activated until the ESC button is selected. The form itself contains several fields of information for you to type in, switches for setting the gender of the character, and buttons for selecting a "photo" for your character`s record. This mode is for creating new Fleet Commanders.

STATS (F6)

This button activates an editing mode which allows you to input your Fleet Commander`s name, current age, age when he/she/it entered service, and race.



When this button is activated, no other buttons on the clipboard may be used and the name field on the induction form will be highlighted. When you have finished editing any one field, clicking on STATS (F6) again, or pressing Enter will move the editing function on to the next field, or, if you are editing the final (RACE) field, the stats editing mode will end.

Following are descriptions of the four fields you can edit:

NAME
A 20-character standard text editing field in which you enter the Fleet Commander`s name.

CURRENT AGE
A 4-digit field in which the age (as of 2376 CE) of the Fleet Commander is entered — Numeric entry only! Entries from 1 to 1000 are permitted.

AGE ENTERED SERVICE
A 4-digit field in which the age the Fleet Commander was when he/she/it "signed up" for duty. Realistically, this should be — at absolute minimum — three or four years earlier than the current age. Entries from 1 up to the current age are permitted.

RACE
A 20-character standard text editing field in which you type in the name of the race to which the Fleet Commander belongs (i.e.- HUMAN, BASREE, etc.).

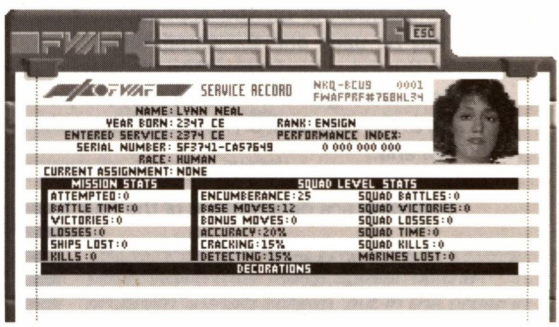
GENDER (↓ / ↑)
These buttons allow you to select a gender for your Fleet Commander. Genders available are MALE, FEMALE, and OTHER.

Note: one digit of the serial number of your Fleet Commander will change according to the gender currently selected.

PHOTO SELECTOR (← / →)
These buttons allow you to scroll through the photos available for your Fleet Commander. There are 8 photos available. Whichever photo is displayed when you send the clipboard away will be the one used for the character`s appearance from then on.

EXAMINE mode (X)

When this mode has been chosen a selector box will appear containing the names of the Fleet Commanders saved on the disk. Once you have highlighted the commander of your choice and clicked on the EXAMINE (E) button, the selected Fleet Commander`s record will be displayed on an FWAF clipboard. The record displays the Fleet Commander`s name, year of birth, year of entrance into the service, serial number, race, rank, performance index, and current assignment. Also displayed will be mission statistics, squad leader statistics (as used by Breach 2), and any decorations received. The ESC (Escape) button on the clipboard sends it away. If he/she is currently assigned to a campaign, the stats reflected are prior to commencing that campaign.



REMOVE mode (R)

This mode allows you to remove previously saved Fleet Commanders from the disk. When this mode has been chosen, a selector box will appear containing the names of the Fleet Commanders saved on the disk. Highlighting the name of the commander of your choice and clicking on the DELETE (D) button will remove him from the disk. Once you have deleted a Fleet Commander there is no hope of retrieval. Make absolutely certain that you do not need any Fleet Commander before deleting!

CONVERT mode (C)

This mode allows you to convert squad leaders from Breach 2 into Fleet Commanders. Upon entering this mode, an Alkis Datapad appears with the following options:

EDIT PATH (E)

This button lets you tell the game where to find your Breach 2 squad leaders (files with B2L filename extensions). A standard text editing field appears, allowing you to enter the drive and path of the squad leader files. Clicking the mouse anywhere or pressing Enter on your keyboard finishes the path specifying process. If there are no B2L files in the path specified, an error message will appear.

OK (O)

This button causes the conversion process to actuate. When activated, it searches the directory path specified for Breach 2 squad leader files and automatically converts them to Fleet Commanders for use in Rules 2.

Note: This function will not delete your squad leader files. It will simply write new Fleet Commander files using the names and stats taken from the squad leader files.

CANCEL (C)

This button aborts the conversion mode.

As each squad leader is converted, you will be asked to enter the STATS as above.

FWAF CAPTAIN BUILDER

FWAF PERSONNEL (P)

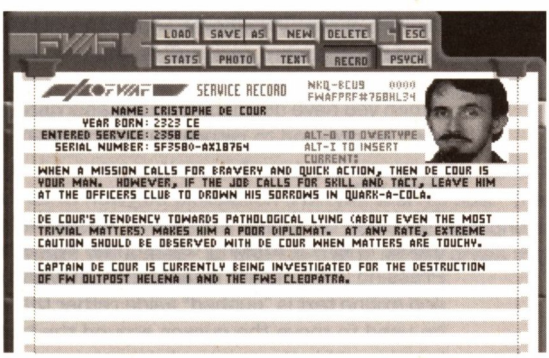
This section is a "captain builder", devoted to creating the captains who command the ships in your fleet. You can specify the way they act and react, what they look like, and what their background is.

When this builder is selected, a large, red FWAF clipboard will appear with two rows of yellow buttons at its top. The upper row of buttons are the usual controls for loading, saving, etc., while the lower row affect the data displayed on the clipboard.

The captain builder operates in two modes: the service record mode and the psychological profile mode. The mode it is currently in can be determined by looking at the RECRD and PSYCH buttons on the clipboard itself. Whichever button appears pressed/depressed is the current mode.

SERVICE RECORD mode (F9)

If the RECRD button on the clipboard is depressed, you are in this mode. The STAT, PHOTO, and TEXT buttons are active in this mode, and provide access to the captains` various statistics, the photo selector, and the dossier text editor.



STATS (F6)

This button activates an editing mode which allows you to input a captain`s name, year of birth, and age when he/she/it entered the service.

When this button is activated, no other buttons on the clipboard may be used and the name field on the induction form will be highlighted. When you have finished editing any one field, clicking on STATS (F6) again, or pressing Enter will move the editing function on to the next field, or, if you are editing the final (ENTERED SERVICE) field, the stats editing mode will end.

Following are descriptions of the three fields you can edit:

NAME

A 20-character standard text editing field in which you enter the captain`s name.

YEAR OF BIRTH

A 4-digit field in which the birth year of the captain is entered — Numeric entry only! Note: The game is set in the year 2376 CE, so if you want a captain of a particular age, subtract the age from 2376 to come up with the year of birth. Any entry from 0 to 9999 is permitted.

ENTERED SERVICE
A 4-digit field in which the age of the captain when he/she/it "signed up" for duty. Realistically, for humans, this should be — at absolute minimum — seventeen years after the year of birth.

PHOTO (F7)
This button brings up a large "datapad" with which you can select a face for the current captain. A color photo of the currently selected face appears in the upper left-hand corner. To the right, and dominating the entire pad, is a bank of twenty-four black and white thumbnail photos. One of these photos can be "highlighted" by clicking on the photo desired or by using the arrow buttons (or keyboard equivalents) to move a thin frame around the photo desired. One additional bank of twenty-four photos can be accessed by clicking the [/] buttons at the left side of the current bank of photos or by pressing the PageUp and PageDown keys on the keyboard. If you want to see a the highlighted thumbnail photo in more detail, it can be loaded as the current photo box by using the APPROVE (A) button below the current photo. Whichever photo was last approved and appears in color when you send the clipboard away will be the one used for that captain.

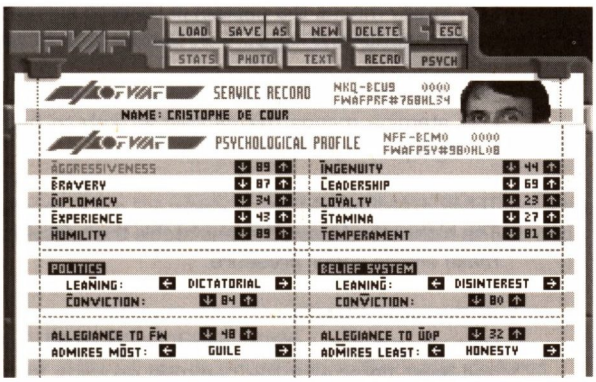
When you have decided upon the appropriate face, the ESC (Escape) button should then be pressed to return you to the SERVICE RECORD mode panel.

TEXT (F8)
This button activates the dossier text editor. Pressing (Alt-O) places you in overtype mode, in which existing text can be typed over and does not need to be deleted. Pressing (Alt-I) enters insert mode, in which text can be inserted where necessary, and exiting text is "pushed" aside rather than being overwritten. The arrow keys can be used to move the cursor around the text or the cursor may be jumped to any location within the text by clicking the mouse where the cursor is desired. To leave the text editor, the TEXT (F8) button must be pressed again.

WRITING A CAPTAIN`S DOSSIER
The dossier is what will appear when a player reads the captain`s docket during game play. Admittedly, you can write just about anything you like. Ideally, though, the dossier should give the player a "personality sketch" of the character, useful in determining a captain`s strengths, weaknesses, and potential uses and dangers. Therefore, the best way to write a dossier is to, through the text, give some clues as to the captain`s personality traits, found in the PSYCHOLOGICAL PROFILE mode, without spelling out each trait numerically (i.e.- "his LOYALTY is low at 34").

PSYCHOLOGICAL PROFILE mode (F10)

This mode lets you set the specific values for determining the personality and behavior of an FWAF captain. The personality traits determine how a captain will behave and react in any given situation. In addition, political attitudes, belief systems, allegiances, and what the captains admire most and least determine the common grounds for negotiations with opposing and neutral factions.



There are ten personality traits in all. Each may have a value ranging from 00 to 99, and the current setting will always be displayed next to the trait name. To adjust a trait, simply click on the ↓ and ↑ buttons next to the value you wish to adjust.

Keyboard users will note that the same buttons (↓ and ↑) are used for all ten traits, and might be confused as to how you pick which trait you wish to edit. The label for each trait is a selection button. The scale next to the currently highlighted label is the one which the keyboard will affect. To change traits, simply press the indicated key to highlight the trait you wish to edit.

AGGRESSIVENESS (A)
The higher this factor, the less likely the captain will accept a surrender or negotiation. A high factor also means the captain may seek to destroy more enemies or outposts than the mission objectives require.

BRAVERY (B)
The higher this factor, the more likely it is the captain will engage in risky situations.

DIPLOMACY (P)
The higher this factor, the better the captain is at negotiating with neutral outposts for repair and resupply.

EXPERIENCE (E)
The higher this factor, the more experience the captain has had in combat. More experience means the captain is better at whatever tactics are known by him/her. Tactics known are determined by ingenuity.

HUMILITY (H)
The higher this factor, the better able the captain is at taking orders from lesser experienced captains.

INGENUITY (I)
The higher this factor, the more sophisticated battle tactics the captain knows.

LEADERSHIP (L)
The higher this factor, the better the captain is at controlling his group.

LOYALTY (Y)
Low loyalty means the captain is liable to surrender easily. A low factor will also mean that he/she is less likely to take risks to complete the mission.

STAMINA (S)
Low stamina means the captain is likely to become fatigued and make errors during a prolonged battle.

TEMPERAMENT (M)
The higher the factor, the less stable the captain. This would cause the captain to make errors under pressure.

ADDITIONAL TRAITS
Political attitudes, belief systems, allegiances, and what the captains admire most and least determine the common grounds for negotiations with opposing and neutral factions.

Clicking on the ◄► buttons allows you to select the political belief, belief system, or admired traits depending upon which section is highlighted. The ▼▲ buttons allow you to set the conviction values.

POLITICS

LEANING (N)
Anarchy- state of society without government or law
Dictatorial- having a person exercising absolute power
Fascism- totalitarian dictatorship emphasizing aggressive nationalism and often racism
Feudalism- social and economic system based on the holding of lands in fief or fee, and upon the resulting relationship between landholder and lord
Republic- government in which the sovereign power rests with the people being governed
Socialism- system of social organization advocating the control and ownership of industry, capital, and land by the community as a whole

CONVICTION (C)
This is a value from 00 to 99 which corresponds to how strongly the captain believes in the selected political leaning. The higher the value, the stronger the conviction.

BELIEF SYSTEM

LEANING (G)

Atheism- the belief that there is no higher or supreme being

Basree- the Vromus Psych Institute states the Basree are "Total Lunatics"

Disinterest- total lack of concern with regard to religious convictions and beliefs

Monotheism- belief in one supreme being

Polytheism- belief in many higher beings

CONVICTION (V)

This is a value from 00 to 99 which corresponds to how vehemently the captain believes in his faith or lack of it. The higher the value, the stronger the conviction.

ABOUT THE BASREE FAITH

In 2259 Ilsa Basree, sufferer of the genetic disorder Nolan`s Syndrome, declared her deformity the "true form" of humankind, and founded a quasi-religious cult. Many of her followers used "designer genetics" so that their descendants would have the same disorder, and thus the "true form" Basree spoke of. Basree followers were amongst the last emigrants to the Local Group. Basree herself remained on Earth, where she was reportedly killed by her own disciples. The local Basree dismiss this as rumor.

ALLEGIANCE TO FW (F)

This determines the strength of the captain`s allegiance to the Federated Worlds` government. The higher the number, the stronger the allegiance.

ALLEGIANCE TO UDP (U)

This determines the strength of the captain`s allegiance to the United Democratic Planets` government. The higher the number, the stronger the allegiance.

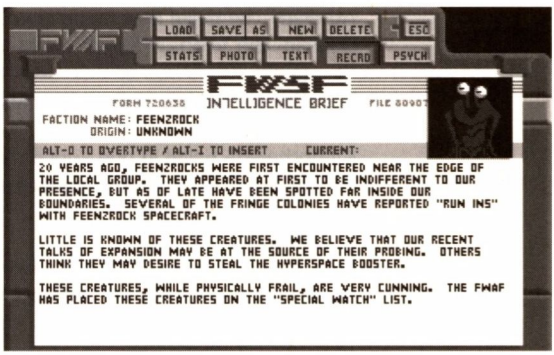
ADMIRES MOST (O)

ADMIRES LEAST (M)

These determine which traits the captain admires most and least in neutral and opposing factions. These come into play during the captain`s negotiations. The traits available are wealth, power, individuality, honesty, tradition, guile, and compassion.

ALIEN FACTION BUILDER

ALIEN FACTIONS (A)



This section is devoted to creating the alien factions who either oppose you or control "neutral" outposts. Any alien/faction can fulfill these roles in any given mission within a campaign. Theoretically, you could have the same group as both enemy and neutral. You can create the way they act, the way they react, what they look like, and what is known about their background. When this function is called up, a red FWAF clipboard will appear with two rows of buttons at its top. Below it is the FWSF Intelligence Briefing.

This alien builder operates in two modes: the service record mode and the psychological profile mode. The mode it is currently in can be determined by looking at the RECRD and PSYCH buttons on the clipboard itself. Whichever button appears pressed/depressed is the current mode.

RECORD mode (F9)

If the RECRD button on the clipboard is depressed, you are in this mode. It gives you access to the alien`s various statistics, the photo selector, and dossier text editor via the STATS, PHOTO, and TEXT buttons.

STATS (F6)

This button activates an editing mode which allows you to input a faction`s name and origin. When this button is activated, no other buttons on the clipboard may be used and the name field on the induction form will be highlighted. When you have finished editing any one field, clicking on STATS (F6) again, or pressing Enter will move the editing function on to the next field, or, if you are editing the final (Origin) field, the stats editing mode will end.

Following are descriptions of the two fields you can edit:

NAME

A 20-character standard text editing field in which you enter the name of the race/faction.

ORIGIN

A 20-character standard text editing field in which you enter the origin of the race/faction. Typically, this is the name of a planet, or a solar system. Examples: TUOLES LAICR`MOK, LG-MD8 or CETUS AMICUS.

PHOTO (F7)

This button brings up a large selector box which will enable you to assemble various alien parts into a single alien being`s physical form. At the left, a full figure alien can be seen. This picture does not change until the ASSEMBLE (S) button has been used. To change a part, click on the ◆ and ◆ buttons beside the part you wish to change. Keyboard users must first select which part they wish to change by using the HEAD (H), TORSO (T), ARMS (R), and LEGS (L) buttons before using the arrow keys to change parts. The alien`s coloration can also be chosen. Any of twelve colors may be chosen for any of three color banks. COLOR A (A) is used for general flesh tones. COLOR B (B) is used for additional body coloring. COLOR C (C) is used for additional body colors, clothing, and other miscellaneous colors. To place a color into a particular color bank you must first select which bank you wish to place the color in. Then click on the color desired or press the corresponding number or letter key on the keyboard. Once the alien`s coloration and physical form have been selected, pressing ASSEMBLE (S) will cause the picture at the left to be changed to represent the final form of the alien. Pressing ESC (Escape) will return you to the clipboard with the FWSF intelligence briefing.

PRE-MADE FORMS

Included with the game are a set of special graphics which feature pre-made images which are not affected by the PHOTO editor. For example, while a UDP Officer is clearly human, creating a naked man with the PHOTO editor hardly results in an "official" looking UDP Officer. Thus, a picture of a uniformed UDP Officer, as well as other potential enemies/neutrals, have been included with the program.

To access these graphics, all you have to do is type a very specific name into the name field. The graphic will not appear in the PHOTO editor, but the appropriate image will appear when playing a mission. Remember, you must type the name exactly as indicated.

Name	**Description**
UDP MILITARY	A UDP Officer
FWSF MARINES	A (renegade) FWSF Marine
FWRP	FW Reserve Personnel

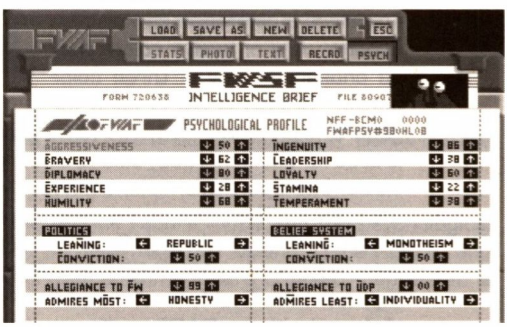
TEXT (F8)

This button activates the dossier text editor. Pressing (Alt-O) places you in overtype mode, in which existing text can be typed over and does not need to be deleted. Pressing (Alt-I) enters insert mode, in which text can be inserted where necessary, and exiting text is "pushed" aside rather than being overwritten. The arrow keys can be used to move the cursor around the text or the cursor may be jumped to any location within the text by clicking the mouse where the cursor is desired. To leave the text editor the TEXT (F8) button must be pressed again.

WRITING A FACTION`S DOSSIER

The text in the faction`s dossier is what will appear in a mission when a player reads the docket for the faction. Admittedly, you can write just about anything you like. Ideally, though, the function of the dossier is to give some background information on the opposing/neutral forces, useful for determining their strengths and weaknesses. Therefore, the best way to write a dossier is to, through the text, give some clues as to the group`s traits, found in the PSYCHOLOGICAL PROFILE mode, without spelling out each trait numerically (i.e.- "their stamina is high at 92").

PSYCH (F10) mode (PSYCHOLOGICAL PROFILE):



This mode lets you set the specific values for determining the personality and behavior of an alien faction. If the faction is assigned for use as an enemy, the personality traits determine how they will behave and react in any given situation, while political attitudes, belief systems, allegiances, and what they admire most as least determine the common grounds for negotiations with neutral factions. If the faction is assigned to control neutral outposts, the personality traits have no function, while thei political attitudes, belief systems, allegiances, and what they admire most as least determine the common grounds for negotiations with FW and enemy starship captains.

There are ten personality traits in all. Each may have a value ranging from 00 to 99, and the current setting will always be displayed next to the trait name. To adjust a trait, simply click on the ↓ and ↑ buttons next to the value you wish to adjust.

Keyboard users will note that the same buttons (↓ and ↑) are used for all ten traits, and might be confused as to how you pick which trait you wish to edit. The label for each trait is a selection button. The scale next to the currently highlighted label is the one which the keyboard will affect. To change traits, simply press the indicated key to highlight the trait you wish to edit.

AGGRESSIVENESS (A)

The higher this factor, the less likely the alien will accept a surrender or negotiation. A high factor also means the alien may seek to destroy more enemies or outposts than the deployment objective requires.

BRAVERY (B)

The higher this factor, the more likely it is the alien will engage in risky situations.

DIPLOMACY (P)

The higher this factor, the better the alien is at negotiating with neutral outposts for repair and resupply.

EXPERIENCE (E)
The higher this factor, the more experience the alien has had in combat. More experience means the alien is better at whatever tactics are known by him/her. Tactics known are determined by ingenuity.

HUMILITY (H)
The higher this factor, the more likely the alien will disengage battle to seek necessary repairs.

INGENUITY (I)
The higher this factor, the more sophisticated battle tactics the alien knows.

LEADERSHIP (L)
The higher this factor, the more organized the alien`s attacks will be.

LOYALTY (Y)
Low loyalty means the alien is liable to surrender easily. A low factor will also mean that he/she is less likely to take risks to complete the mission.

STAMINA (S)
Low stamina means the alien is likely to become fatigued and make errors during a prolonged battle.

TEMPERAMENT (M)
The higher the factor, the less stable the alien. This would cause the alien to make errors under pressure.

ADDITIONAL TRAITS
Political attitudes, belief systems, allegiances, and what the aliens admire most and least determine the common grounds for negotiations with opposing and neutral factions.

Clicking on the ← → buttons allow you to select the political belief, belief system, or admired traits depending upon which section is highlighted. The ↓ ↑ buttons allow you to set the conviction values.

POLITICS

LEANING (N)
Anarchy- state of society without government or law

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CONVICTION (C)
This is a value from 00 to 99 which corresponds to how strongly the alien believes in the selected political leaning. The higher the value, the stronger the conviction.

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Basree- the Vromus Psych Institute states the Basree are "Total Lunatics"
Disinterest- total lack of concern with regard to religious convictions and beliefs
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This is a value from 00 to 99 which corresponds to how vehemently the alien believes in his faith or lack of it. The higher the value, the stronger the conviction.

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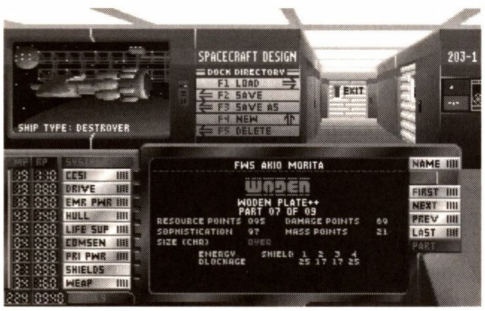
ADMIRES MOST (O)
ADMIRES LEAST (M)
These determine which traits the alien admires most and least in neutral and opposing factions. These come into play during the alien`s negotiations. The traits available are wealth, power, individuality, honesty, tradition, guile, and compassion.

FW AND ENEMY SHIP BUILDERS

FWAF SHIPYARD (F) / ALIEN VESSELS (V)

These sections allow you to create or edit space vessels for both the Federated Worlds and any opposing factions. Being that these two builders are so similar in design they will both be covered here with their differences being pointed out wherever they occur. After selecting one of these builders, a black metal control panel will appear within either the FWAF Shipyards or the Alien Vessel Intelligence Office. In the center of the control panel is a computer display screen. This screen displays the name of the vessel, the part currently selected and all of that part`s vital statistics. To the left of the screen is a vessel system selector, consisting of nine buttons, which allow you to select the ship`s system you wish to edit. To the left of each of these buttons are numeric readouts which display the selected part`s mass and resource points. These readouts will be yellow when editing FWAF ships and red when editing enemy vessels. To the right of the screen are the controls for cycling through the parts available. Also to the right of the screen are buttons for entering the vessel`s name and selecting parts.



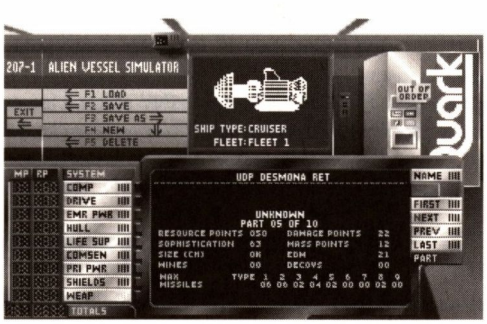
FWAF SHIPYARD

In the FWAF Shipyard a window is visible in the upper left-hand corner of your computer screen. Through this window can be seen the currently selected ship type. In the Alien Vessel Intelligence Office, the currently selected ship type is simulated on an Alien Vessel Simulator screen directly above the control panel.

CONTROLS

The "buttons" on the central console are metallic and do not depress when activated. Each button features, on its right edge, a series of black "strokes" which light up yellow when the button is in use. Load/Save/etc. buttons appear as "dock directory" information on the wall. Clicking on them has no visible effect on the button itself, although the result of the selection will be apparent. In the FW ship builder, the exit button appears appears as an EXIT door, behind which are a pair of action buttons (Exit and Abort).

NAME (N for FW ships, A for enemy ships)
Using this button allows you to enter a name for the vessel being created, or change the name of a vessel being edited. Pressing Enter on the keyboard or clicking the NAME (N) button again will end the naming process. Any name may be entered, but FWAF ships are named with "FWS" appearing at the beginning of their names and United Democratic Planets` vessel names begin with "UDP".



ALIEN VESSEL INTELLIGENCE OFFICE

FLEET (T) (ALIEN VESSEL BUILDER ONLY)
This button allows you to change which enemy fleet the current ship type belongs to. Each fleet has a different set of graphics used for each ship type. Changing the fleet will, thus, change the graphic appearance of the ship type selected. There are three fleets to choose from. To remain official the UDP should only use ships from fleet 1.

FIRST (F) /NEXT (T for FW ships/N for enemy ships) /PREV (V) /LAST (L)
These buttons allow you to select a part for the current system (see SYSTEM SELECTOR below).

SYSTEM SELECTOR
Each of the ship systems to be edited are selected through the systems selector. Clicking on one of the selector buttons will cause the data for the part for that system to be displayed on the control panel`s display screen. Only one of the nine buttons may be active at any given time.

CCSI / COMP (C)
This is the computer and data retrieval system of the ship. Provides information and status of ship systems, access to records, etc.

DRIVE (D)
This is the ship`s propulsion system and determines how fast a ship accelerates and its maximum velocity.

EMR PWR (E)
This is the ship`s back-up power system. Repair fabricators are powered by this system. If power is bled from this system to reinforce the Primary Power System, fabricators and back-up systems operate at reduced effectiveness. This system is buried deep within the ship, heavily armored and shielded, and is thus the hardest system to knock out. It cannot be pinpoint targeted.

HULL (H)
The hull is the overall structural integrity of the ship. If it is compromised, its overall load-bearing capacity is diminished, and the ship is more likely to suffer catastrophic structural and system damage if it is subjected to stress or fire. The hull is very difficult to repair, but one of the hardest things to severely damage.

Should the damage status of the hull reach zero, the hull loses all structural integrity and disintegrates, instantly destroying the ship.

LIFE SUPPORT (L for FW ships, I for enemy ships)
This system is used to keep the crew on board a ship alive. When the life support has been disabled and the crew have died, the ship will self-destruct.

COMSEN (M)
This is the communications and sensoring system of the ship. It is used to send and receive messages to and from outposts and other ships. It is also used to scan the ship`s surroundings. It also has the capability to jam missiles attempting to lock on to the ship.

PRI PWR (P)
This is the ship`s primary power system. It determines the effectiveness of other systems (excluding the emergency power and drive systems). This system does not provide power to the drive — the engines produce their own power. If the system is damaged, power can be bled from the drive (at a cost in thrust) or the emergency power system.

SHIELDS (S)
This is the ship`s defense system. The energy from EBW and missile hits is blocked by the shields, reducing the damage sustained by the ship. The shields may bleed power from the weapons system for reinforcement. While power is being bled, the EBWs will not operate.

WEAP (W)
This is the ship`s offensive weapons system. It determines the amount of power the EBWs (Enhanced Beam Weapons) can project, as well as the number and types of missiles that can be carried on the ship. Power can be bled from the EBWs to reinforce the shields. While power is being bled, the EBWs will not operate.

SYSTEM STATS
When any of the systems are being edited, the current part will be displayed on the display screen on the control panel. Each system has several statistics listed for it. While these statistics vary from system to system, there are five statistics all the parts have in common:

DP — Damage Points the system can incur. The more DP`s, the stronger the part.

RP — Resource Points that must be invested to create the part. It should be noted that RPs are used in determining which ships can be deployed to certain waypoints during the game.

Soph — This is how sophisticated a part is. The higher the Soph, the more complicated the part, and the harder it is to repair or replace. Outposts have limits on how sophisticated a part may be that they can repair.

MP — This is how much mass a part has. The more MPs, the more mass the part uses. Mass is used in determining drive effectiveness.

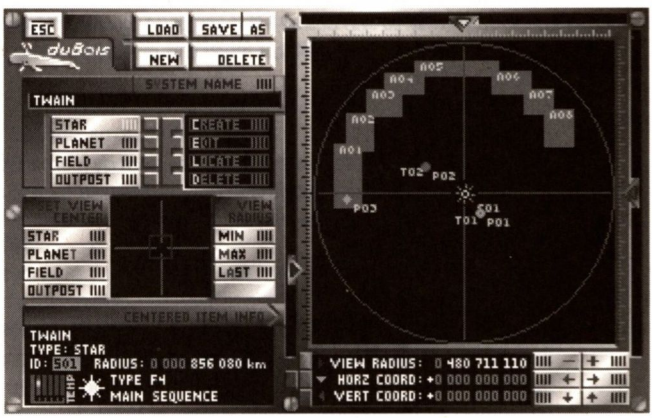
Size — This statistic lists which ship types the part will fit in. It is not necessarily how big the part is. Rather, it is an indication of which ship classes the part was designed to be put in. The following are used to indicate which ship types the part can be used in: A= all ship types, T= Transport, S= Scout, D= Destroyer, C= Criuser. H= Heavy Cruiser, R= Dreadnought

See Appendices II and III in the Fleet Operations Manual for a listing of Enemy and FW parts.

In either builder, you may press Alt-P to save a listing of ships to the disk. FW ships will be stored in the file FWSHIPS.TXT, and enemy ships are stored in the file ENSHIPS.TXT. Both files are ASCII formatted.

MAP/SYSTEM BUILDER

STARCHARTS (S)



The STARCHARTS button on the main program screen provides access to this, what is known as a system builder. Every battle requires a battleground, and in Rules of Engagement 2 battlegrounds are simply the vastness of space. Although battles can be staged in the inky blackness of empty space, most missions take place in solar systems. In empty space all that are present are ships and perhaps outposts.

Systems can complicate matters, adding depth and "texture" to the mission. For example, stars generate interference which can affect communications, asteroid fields confuse sensors and can provide raw material for parts fabricators, and radiation fields present hazards to ship and crew. You can create "solar systems," which are a star and its planets, or even create "rogue" bodies, such as runaway planets hurtling through the cold void.

The system builder is fairly simple, and has no requirements. You may save a "blank" system to use as a battleground in the vastness far from anything, or fill up the map with stars, planets and other heavenly bodies. Each system has a map area 4 x 4 billion kilometers square, and all items for that system must fit within that space. Beyond that, you can place anywhere from 0 to 99 of the following: stars, planets (3 classes), fields (asteroid and radiation), and outposts (3 types). It`s entirely your choice.

BUTTONS AND CONTROLS

As in the ship builders, the interface here uses not the standard CCSI buttons, but "hardware" variations on them. You can always tell a button because one letter of the button label (the keyboard equivalent) will be highlighted magenta or blue for action and selection buttons respectively. In a small "green video screen" is an additional variant: green action buttons with key equivalents standing out in a brighter green.

THE MAP

The map display on this panel works virtually identically to the map on the navigation panel in the game proper (see NAVIGATION in the fleet operations manual for details), with a few minor additions and alterations. First of all, the view radius is not limited by any sort of sensor range restrictions as in a mission, so you can alter the view from 2 billion down to 75 kilometers in radius.

The following differ from the standard navigation map. Sliders for manually adjusting the horizontal and vertical coordinates appear along the TOP and RIGHT of the screen. The arrowheads there can either be dragged with the mouse or moved using the ←, →, ↓, and ↑ buttons on-screen or their equivalent keys.

Furthermore, additional off-map controls can be used to alter the view center and radius (see VIEW FIELD and SET VIEW CENTER below).

EDIT SYSTEM

To the upper-right of the map is a bank of controls that allow you to create and edit system components. Metallic selection buttons are used to pick the type of item to act on, and green action buttons, which are used to act on the selected item type, appear in a small "screen" just to the right.

Of the selection buttons, only one can be highlighted at one time. The selection buttons and their functions are as follows:

STAR (S)
When highlighted, the action buttons allow you to create, edit, relocate or delete stellar bodies in the system.

PLANET (P)
When highlighted, the action buttons allow you to create, edit, relocate or delete planets in the system.

FIELD (F)
When highlighted, the action buttons allow you to create, edit, relocate or delete asteroid and/or radiation fields in the system.

OUTPOST (O)
When highlighted, the action buttons allow you to create, edit, relocate or delete outposts in the system.

The action buttons appear as green "touchscreen" buttons within a small display set immediately to the right of the selection buttons. They are:

CREATE (C)
Brings up a usurper box which is used to create a new star, planet, field or outpost.

EDIT (E)
Produces a selector with which you pick which specific item of the type selected you wish to edit. Once the item has been picked, a usurper box appears, which is used to edit the selected item.

RELOCATE (R)
Produces a selector with which you pick which specific item of the type selected you wish to relocate. Once the item has been picked, the map display switches into "locate" mode (see below), allowing you to alter the system location of the item.

DELETE (D)
Produces a standard selector with which you pick which specific item of the type selected you wish to delete.

VIEW FIELD

This subpanel consists of two items: three action buttons and a miniature representation of the entire system map. The first action button is MIN (N), and activating it causes the map radius to be set to minimum radius (75 kilometers). The second button is MAX (M), which sets the map radius to maximum radius (2 billion kilometers). The third button is LAST (A), and it is like an "undo" function, restoring the map radius to what it was prior to that last radius adjustment.

The miniature map is used to show the size and location of the current map view relative to the full system map. A square frame within the mini map indicates the current map area. If you reduce the view area of the large map, the framed area will shrink. And, if you alter the view center, the frame will move off-center as well.

SET VIEW CENTER

The four action buttons here are used to quickly center the map view on specific items within the system. Activating any of the buttons causes a selector to appear, with which you identify the specific item of the indicated type to center on. Highlight the item on the selector and then use its CENTER (N) button. This causes the map`s horizontal and vertical centering coordinates to be altered to center on the selected item. The name of the item will appear at the top of the main map.

The centering options are:

STAR (R)	Center on a star
PLANET (T)	Center on a planet
FIELD (I)	Center on an asteroid or radiation field
OUTPOST (U)	Center on an outpost

CREATING/EDITING STARS

When you first create a new solar system, there are no stars present. Each star has an I.D. starting with the letter S, as in S02. Stars have strategic significance since they create interference for radio communications.

To create or edit a star, press the STAR (S) button which appears immediately below the SYSTEM NAME FIELD, and then use either the CREATE (C) or EDIT (E) button. A usurper panel appears — obscuring the map. At the top of this box is a status readout for the current star (if already created), and below that controls with which you can enter the name of the star (a standard text editing field), select its class (highlight one of the eight class labels under STAR TYPE), and even adjust its surface temperature (using ↓ / ↑ or their keyboard equivalents). The radius of the star will change according to the star type chosen. Once the star`s stats are to your liking, use the LOCATE (L) button (or the RELOCATE (L) button in the edit mode) to exit the box and go into the map`s locate mode to place the star (see LOCATE MODE below).

STATUS READOUT

Displays data about the current star type. To the left is a bar-chart displaying the surface temperature range of the star, next to which is a small symbol of a star showing its type and spectral class (color), alongside which are textual readout of this information. Further right are two small bar-graphs, the first showing the star`s relative interference level, and the second showing the rate of interference (constant on all but pulsars). This readout is simply to give you a quick overview of the star`s stats. If you adjust the star`s type and temperature, you`ll see the readout change.

STAR TYPES

There are eight star types to choose from in Rules 2. These vary according to size and temperature. The hotter a star, the more interference it generates. This interference can hinder communications transmission, as it can block signals from ships and outposts. Interference on any given vessel/outpost is calculated relative to its the distance from the star`s surface and the star`s temperature. Star types are as follows:

TYPE	RADIUS RANGE	TEMPERATURE RANGES
Supergiant	299,999,800 - 102,222,220 km	2,800 - 52,000 degrees Kelvin
Giant	100,000,000 - 11,000,000 km	2,800 - 52,000 degrees Kelvin
Main Sequence	69,600 - 6,264,000 km	2,800 - 52,000 degrees Kelvin
Dwarf Star	34,800 - 3,132,000 km	2,800 - 52,000 degrees Kelvin
Pulsar	50 km only	48,000 degrees Kelvin only
Neutron Star	50 km only	48,000 degrees Kelvin only
White Dwarf	4,510 - 7,420 km	5,200 - 32,000 degrees Kelvin
Black Hole	3 km effect area	No measurable temperature

Notes: The temperature of supergiants and giants increases as their radius decreases, whereas the temperature of other stars decreases as their radius increases.

Other than pulsars, all star types produce constant interference levels. Pulsars spin rapidly, throwing a "beam" of intense energy at rapid intervals, much like a lighthouse, thus appearing to "pulse" interference, so it is possible to be right next to a pulsar and experience no communications interference.

While it is possible to create a white-colored dwarf star, it is not a white dwarf. White dwarfs are collapsed stars and have different temperature and radius ranges than white-colored dwarfs.

RADIUS READOUT

Displays the star`s current radius. You cannot edit this value directly, as the radius is determined by the star`s type and temperature.

TEMPERATURE SCALE

This is simply a typical thermometer type scale. It is used to adjust the temperature of the current star. The range of the scale varies depending on the star type you have selected. White dwarfs have a limited spectral class range, so the area of the scale on which the pointer can be moved is restricted. You cannot set a temperature for Neutron Stars, Pulsars and Black Holes.

ABOUT SPECTRAL CLASSES

When you look at the thermometer scale used for adjusting a star`s temperature, you may notice that the scale itself shows a range of colors, beginning with red on the left and blue to the right. There are six color "classes," each having ten "levels." As you adjust the temperature, you will notice that the star data displayed in the STATUS READOUT at the top of the box changes. Stars towards the red end of the scale are cooler, while those to the blue end are hotter.

CREATING/EDITING PLANETS

When you first create a new solar system, there are no planets present. Each planet has an I.D. starting with the letter P, as in P02. It should be noted that planets have no real tactical or strategic value. They have no effect on gameplay other than "landlocking" outposts (see description of OUTPOSTS below).

To create a planet press the PLANET (P) button which appears immediately below the SYSTEM NAME FIELD, and then use either the CREATE (C) or EDIT (E) button. A usurper panel appears, on which you can enter the name of the planet (a standard text editing field), select its class (highlight one of the three labels under PLANET TYPE), and even adjust its radius (using a thermometer scale at the bottom of the box). The radii you may use are determined by the planet type. Different planet types have different ranges under which their radii may fall. If you switch planet types you will notice that the radius changes, even though the pointer on the radii scale has not moved.

Once the planet`s stats are to your liking, use the LOCATE (L) button to exit the box and go into the map`s locate mode to place the planet (see LOCATE MODE below).

You can edit the planet name and change it to whatever you like.

Planet Types

There are three planet types in Rules 2:

TYPES	**AVAILABLE RADII**
Gaseous	20,000 to 200,000 km
Airless	100 to 20,000 km
Habitable	7,800 to 6,100 km

Gaseous planets are those which are composed primarily of light gasses, such as hydrogen and helium. They tend to be very large, with no tangible surfaces. Examples of gaseous planets in our own solar system are Jupiter, Saturn, Uranus and Neptune.

Airless planets are rocky worlds with atmospheres that are either nonexistent or unbreathable. Examples of airless planets in our own solar system are Mercury, Venus, the Moon, Mars, and many of the moons of the gaseous outer planets.

Habitable planets are those with a breathable atmosphere. Human-habitable planets require water, and acceptable surface gravity.

CREATING/EDITING FIELDS

The purpose of fields is to add "texture" and complexity to the "terrain" of a given system. When you first create a new solar system, there are no fields present. Each field has an I.D. starting with the letter A, as in A01.

To create or edit a field press the FIELD (F) button which appears immediately below the SYSTEM NAME FIELD, and then use the CREATE (C) or EDIT (E) buttons. A usurper panel appears, on which you can pick the type of field, and set its density or strength (using the thermometer scale at the bottom of the box). In the case of asteroid fields, the denser the field, the more sensor blockage it will cause to ships within it. The stronger the radiation field, the greater the effect on the ship or crew.

There are three types of radiation fields, as follows:

GAMMA- Injurious to life forms. Time spent in such a field will injure crew and eventually kill them. Such a field at a strength near or at 99 will be near instantaneously fatal.

ENBRANSON- Affects sensors, often yielding inaccurate information. Non-injurious to life.

DONNIGRAN- Affects shield efficiency depending on strength of field. Does not affect sensors, but can be injurious to life (although to a much lesser extent than GAMMA radiation).

Once the field`s stats are to your liking, use the LOCATE (L) button to exit the box and go into the map`s locate mode to place and set the size of the field (see LOCATE MODE below).

CREATING/EDITING OUTPOSTS

Outposts are facilities from which ships can receive repairs and supplies, pick up cargo, and to which cargo may also be delivered. When you first create a new solar system, there are no outposts present. Each outpost has an I.D. starting with the letter T, as in T02.

To create or edit an outpost use the OUTPOST (P) button which appears immediately below the SYSTEM NAME FIELD, and then use either the CREATE (C) or EDIT (E) buttons. A usurper panel appears, on which you can enter the name of the outpost (a standard text editing field), select its type (scroll through to the desired types), select its classification (highlight one of the four classifications), and adjust its supply and repair sophistication (using the two thermometer scales at the bottom of the box). Once the outpost`s stats are to your liking, use the LOCATE (L) button to exit the CREATE Outpost box and go into the map`s LOCATE MODE to place the outpost (see LOCATE MODE below).

Outpost Name

Using the NAME EDIT (E) button to activate the editing mode in the name field. Click the mouse anywhere or press Enter to end editing.

Outpost Sophistication

Each outpost has values for the sophistication of its repair and supply capabilities, which are related to that outpost`s ability to repair or arm (with missiles) docked spacecraft. The default sophistication levels for any outpost`s supply and repair factors is 50. You can adjust either factor from a bottom end limit of 0 to a top end limit of 99. The more sophisticated the outpost, the better equipped it is to help starships. This values are set using a thermometer scales near the bottom of the box. The - and + buttons are used to adjust the REPAIR SOPHISTICATION scale, and the ↓ / ↑ buttons adjust the SUPPLY SOPHISTICATION.

Outpost Types

There are three outpost types in Rules 2: FW, Enemy/UDP and Neutral.

FW outposts are those which are allied with the FW or under FW control. They will allow your forces to dock without hesitation and do their best to resupply and repair you.

UDP/Enemy outposts are those controlled by hostile forces. They will not allow your forces to dock with them, but will allow your enemies to dock and receive assistance. FW forces can, of course, attempt to board and seize control of such outposts.

Neutral outposts are those which are not allied with either you or the enemy forces. They may not allow a given ship to dock (dependent on the diplomatic ability of the ship`s captain). In extreme emergencies FW forces can, of course, attempt to board and seize control of such outposts. Enemy vessels may do likewise.

Outpost Classifications

There are four outpost classifications:

SETTLEMENT (T)
These outposts have limited shielding and no armaments.

COMMERCIAL (C)
These outposts have full shielding and limited armaments.

SCIENTIFIC (S)
These outposts have limited shielding and limited armaments.

MILITARY (M)
These outposts have full shielding and full armaments.

The stronger an outpost`s shielding, the harder it is to capture or destroy. Armed outposts have the ability to fire on hostile spacecraft. Armed outposts have virtually unlimited missile supplies.

Outpost Locations

Outposts can either be free-floating or planet-locked. A Free-floating outpost is a space station, while a planet-locked outpost rests on the surface of or in the atmosphere of a planet. To make an outpost free-floating, locate it outside of the boundaries of any planets. To make it planet-locked, place it within the bounds of a planet (outside the "circle" representing a planet`s radius).

HINT: It takes ships longer to resupply at planet-locked outposts than from free-floating ones.

RELOCATING STARS, PLANETS, FIELDS, AND OUTPOSTS

When you select LOCATE (L), a selector box appears allowing you to specify which item of the selected type you wish to relocate. Highlight your selection and use LOCATE (L). You will jump immediately into locate mode, details of which follow.

LOCATE MODE

In this mode the EDIT SYSTEM buttons vanish and are replaced by DONE (D) and ABORT (A) buttons. At map center, a small crosshair appears, showing the current location of the object to be located. You can move this crosshair anywhere on the map by either holding down a Shift key while clicking the mouse or by holding down a Shift key while pressing and holding one of the arrow keys on the keyboard.

NOTE: Fields are placed by locating two opposite corners of a rectangular area defining the field. With the mouse this is accomplished by Shift-clicking to set the first corner of the rectangle and, while still holding down the Shift key, moving the mouse to the opposite corner.

KEYBOARD NOTE: With the keyboard this is accomplished by using the Shift and arrow keys to set the first corner, and using the following keys to position to opposite corner:

Home	moves the end corner to the left
End	moves the end corner to the right
PageUp	moves the end corner to the up
PageDown	moves the end corner to the down

Using a Shift-arrow key combination after a field area has been drawn erases the current field area and sets a new starting point.

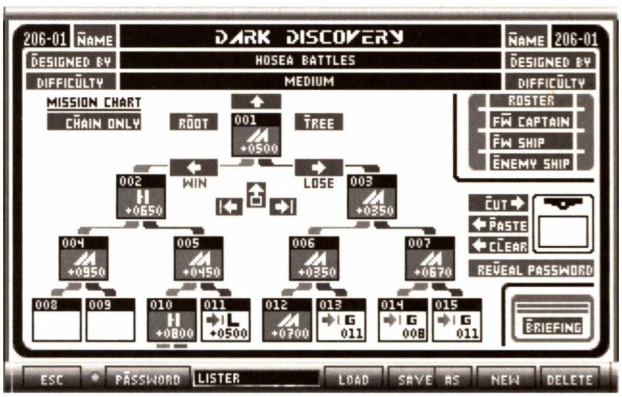
In locate mode all of the usual map, map centering, and map zoom controls work normally, allowing you to change the view radius, center, etc., which choosing the location for your object.

When the crosshair is placed correctly, use the DONE (D) button to exit LOCATE MODE and lock-down the selected item. If you decide you don`t want to do this after all, ABORT (A) will exit LOCATE mode without making any changes to the map. (If you are relocating an existing object, it will not be moved; if you were placing a newly created item, its creation will be aborted and it will not appear at all.)

CAMPAIGN BUILDER

CAMPAIGN PLANNING (M)

This section allows you to create the campaigns which are used when playing the game. A campaign is made up of one or more individual missions (created from the Mission Builder subset of the campaign builder), organized in a branching "tree" structure.



Each node is represented by a small, black frame. In the thick upper bar of the frame is the node number. If the node is unused the frame will be empty. If a mission or terminator occupies the node, the node`s contents will appears as one of the following:

A node containing a MISSION is filled with grey and features a large letter representing the mission`s difficulty ("E" for "easy" and so forth). It also contains a readout of the number of performance index points that will be awarded if that mission is successfully completed. If a mission contains IGS links, the letter indicating the mission difficulty appears blue instead of white.

A node containing a TERMINATOR is filled with white and features one of three letters, each representing a different kind of termination.

"G" Indicates a "goto" and represents the end of the current branch and denotes that the "path" through the tree gets redirected to the node number specified in the lower right corner of the node.

"W" Indicates a win and means the campaign ends successfully.

"L" Indicates a loss and means the campaign ends in failure.

If a W or L appears blue instead of black then the terminator contains a "chain" command, which causes the game to automatically load a specified campaign file and continue gameplay, rather than ending the current game.

Along the bottom of the screen are the standard controls for loading, saving, etc. The rest of the screen is composed of the campaign chart, which is itself divided into several sections. At the top is the Stats section. Below that is the Campaign Tree, and along the right side are the Campaign Roster, Tree Clipboard, and Briefing controls. Operation of each section is documented below.

CONTROLS

The "buttons" in this section (and the mission builder subset) conform to the old CCSI standard. The only real differences are in coloring: notable that the action buttons are purplish-grey and the selection buttons are bluish-grey.

OPTION BUTTONS

PASSWORD (A)

This will prevent those without a password from editing, or even examining, the campaign. Clicking on the button will cause the password field to highlight. A password may then be entered. Clicking on the button again, or pressing the Enter key will exit you from the password field. Once a password has been entered, a new button will appear beneath the campaign clipboard.

REVEAL PASSWORD (V)

This button will appear if a password has been entered. Clicking on the button, or pressing its keyboard equivalent will turn this button on and off. If this button is highlighted/on then the password for the campaign will be given to the player of the campaign upon its successful completion, allowing the player to review or even edit it. If the button is not highlighted/off then the password will not be revealed to the player upon successful completion of the campaign.

CHAIN ONLY (H)

This button will cause the campaign to become a "chain only" campaign. A "chain only" campaign cannot be played independently. It can only be played by having another campaign branch to it. Clicking the button turns it on and off (highlighted and not highlighted). If this button is highlighted, the mission is a "chain only" campaign and will not appear on the campaign selector in the game. If this button is not highlighted, then the campaign can be played directly and will appear on the campaign selector in the game.

STATS SECTION

This contains three fields, one for the campaign name, the second for the designer`s name, and the third for the overall campaign difficulty. Each field is bracketed by a pair of action buttons, either of which will have the same result if activated.

NAME (N)

Using NAME allows you to name the campaign. Pressing it will highlight the name field, and a name may be entered. It is a standard 20-character editing field. Pressing Enter or using the NAME button again will end the name field editing (the N key equivalent will not work for this).

DESIGNED BY (D)

This allows you to enter your name as the campaign designer. Clicking on it will highlight the designed by field where your name may then be entered. It is a standard 20-character editing field. Pressing Enter or using the DESIGNED BY (D) button again will exit you from the designed by field (the D key equivalent will not work for this).

DIFFICULTY (U)

This allows you to select the difficulty level for the campaign. Pressing it will cause the next difficulty level to be selected and displayed. Continue to use the button until the desired difficulty level is shown. There are five difficulty levels: Very Easy, Easy, Medium, Hard, and Very Hard. The only effect this has on gameplay is that campaigns rated "very hard" will force the skill level to "veteran".

CAMPAIGN TREE

To select a node for any operation, click on it or use the ↓, ↑, ←, → keys to place a thin frame around the desired node. Clicking on the [⇞, |←, →|] buttons or using the PageUp, Home, and End keys on the keyboard will scroll through the tree, providing access to all 511 nodes. When the victory conditions for a mission have been met, the node below and to the left will be branched to. Otherwise, the node below and to the right will be branched. In other words, nodes on the left are win branches, while nodes on the right are lose branches.

Once the desired node has been selected, its contents (if any) can be copied to the clipboard or overwritten with the contents of the clipboard). The node can be edited by right clicking on it or pressing Enter. If nothing is currently in the node, a box will appear asking you whether you wish to make a MISSION (M) or TERMINATOR (T). You may leave this box by pressing CANCEL (C).

CAMPAIGN TERMINATORS

These nodes end the campaign in one of three ways. They can branch to another node, declare a win, or declare a loss. When either a win or loss is selected you may also chain into another campaign.

GOTO (T)

This button will disable the chain campaign function and cause the game to goto another node in the campaign.

WIN (W)

This button will cause the game to declare that the campaign was a success, and the player has won. It will then give the player a score.

LOSE (L)

This button will cause the game to declare that the campaign was a failure, and the player will receive either a positive or negative score.

SET (S)

This button allows you to set the score at either a positive or negative value if either the win or lose options have been chosen. If the goto option has been selected, this will allow you to choose the node number you wish to branch to. Pressing Enter or clicking on the SET button again will exit you from the set field.

CHAINING TO ANOTHER CAMPAIGN

When either the win or lose options have been chosen, the campaign may be chained to another campaign. To do this, use the SELECT (E) button. This button will call up a selector box with the names of the other campaigns on disk. Pressing LOAD (L) will cause that campaign to be chained to. Pressing the CLR (L) button next to the name of the chained campaign will remove the chained campaign from the campaign.

CONCLUDING VIDEO

A concluding video sequence may be specified for the campaign. Static pictures or animation files (of the correct formats) may be used. For details see USER VIDEO at the end of this section.

CAMPAIGN SUMMARY

A campaign summary may be written by pressing the EDIT (F8) button and using the standard text editor. This should be used to give any concluding stories or epilogues. Pressing the EDIT (F8) button again will exit you from the text editor.

CAMPAIGN ROSTER

This is a box containing three action buttons, all used for assigning items for use in the campaign. There are three categories of items which can be assigned: FW Captains, FW ships, and enemy ships. The process for editing the roster for each item is virtually identical, so all three are documented together.

FW CAPTAIN (W) roster

This button will call up a PSION MEGAPAD 4 with dual-column display, allowing you to specify which FW captains which will be available for deployment in the campaign.

FW SHIP (F) and ENEMY SHIP rosters

To the left of each ship name is a two letter code which indicates the ship`s class: TR for transports, SC for scouts, DE for destroyers, CR for cruisers, HV for heavy cruisers, and DR for dreadnoughts. To the right of each ship name is a readout of that vessel`s total number of resource points. Below the column of resource points is listed the total resource points of all ships currently assigned.

USING THE PSION MEGAPAD 4

The MEGAPAD is a large-scale version of the standard selector pads used throughout the builders, but this time containing not one, but two lists of items. The purpose of this dual-column pad is to allow you to move items (captains or ships) back and forth between an "available" list and a "currently assigned" list. "Available" items have not been assigned for use in the campaign, while "currently assigned" ones have. The left columns lists all items currently available for assignment. The right column lists all items currently assigned to the campaign (if any). One name in either column can be highlighted. The following options are available:

ADD (A)
This will act on the item currently highlighted in the left column ("available" list) and move it to the "currently assigned" list.

Note: More than one item may be assigned to the currently assigned list. The only limit is the number of captains/ships currently saved on disk.

REMOVE (R)
This will act on the item currently highlighted in the right column (the "currently assigned" list) and move its name back to the "available" list.

EXAMINE (E and X)
There are two such buttons, one for each column in the MEGAPAD. The left-hand one retrieves the record for the highlighted item in the "available" list, while the right-hand one does so for the highlighted item in the "assigned" list.

When an EXAMINE button has been used, a FWAF clipboard appears. The data displayed and operation of the clipboard varies depending on whether you were examining a captain or a ship (see below).

Pressing ESC (Escape) will send the clipboard away and return you to the MEGAPAD.

EXAMINING FW CAPTAINS
If the clipboard has been called up for examining an FW captain, it initially appears displaying the captain`s dossier. The PSYCH (P) button can be used to display the captain`s psychological profile/numerical statistics. The RECRD (R) button may then be used to return you to the captain`s dossier.

EXAMINING A SHIP
If the clipboard has been called up for examining a ship, FW or enemy, it displays a record of the ship, listing the name of the ship, its type, and what systems it carries (complete with part specifications).

Once you have assigned all the captains/FW ships/enemy ships you wish to assign, pressing ESC (Escape) will send the MEGAPAD away and return to the main campaign planner screen.

CAMPAIGN TREE CLIPBOARD

This tiny clipboard at the right of the screen has three buttons and a display box. In the display box is the currently "cut" campaign node. The button functions are as follows:

CUT (C)

This button will make a copy of the currently selected campaign node and place it in the clipboard`s display box. Once here you can edit the node by right clicking on it or holding down the Shift key while pressing Enter.

PASTE (P)

This will place a copy of the currently "cut" campaign node in the currently selected campaign node. This function can be used more than once without having to "cut" the campaign node desired again.

CLEAR (L)

This button will erase whatever is in the currently selected campaign node.

CAMPAIGN BRIEFING

BRIEFING (B)

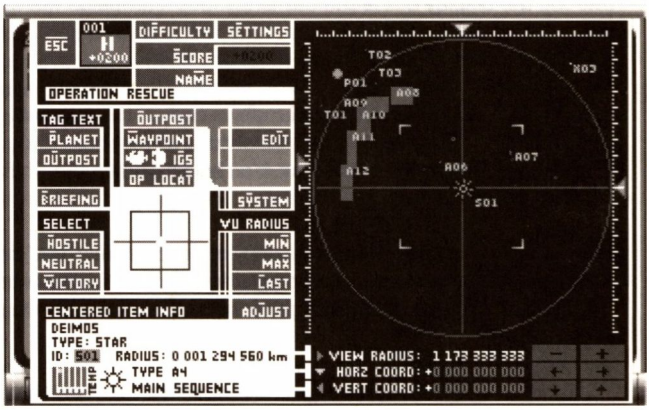
This button calls up the briefing screen. Pressing the EDIT (F8) button will enter you into the standard text editor (see TEXT under the ALIEN FACTION BUILDER section). This campaign briefing should be used to give the overall story, objectives, and background of the campaign.

OPENING VIDEO

An opening video sequence may be specified for the campaign. Static pictures or animation files (of the correct formats) may be used. Refer to USER VIDEO at the end of the MISSION BUILDER section for more information on video formats.

MISSION BUILDER

This is accessible only from the campaign builder. If you right-click on an empty node (or press Enter) and select "mission," or right-click on a node containing a mission, the mission builder appears.



Missions constitute the individual scenarios for gameplay. In a mission, the separate elements are brought together to form a game. When you choose this option, a selector box will appear asking you to choose a solar system. Once a system has been selected, pressing OK (O) will load the system, and the mission builder will appear.

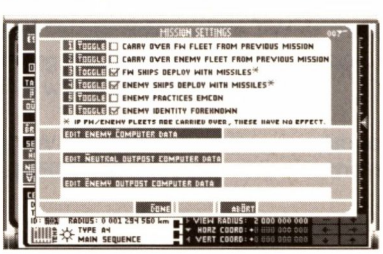
The mission builder consists of a large map, virtually identical in form and function to the one used in the STARCHARTS section. To the left of the map are a number of buttons with various functions. The functions of the buttons are as follows:

DIFFICULTY (F)
This button is used to set the difficulty level of the mission. Using the button will scroll through the difficulty levels. The levels are: VE- Very Easy, E- Easy, M- Medium, H- Hard, VH- Very Hard.

SCORE (S)
This button will highlight the score field and either a positive or negative score may be typed. Pressing Enter or clicking on the SCORE (S) button again will exit you out of the score field.

NAME (M)
This button will highlight the name field. You may then type the name of the mission. Pressing Enter or clicking on the NAME (M) button again will exit you out of the name field.

SETTINGS (E)
This button will call up the Mission Settings screen. The Mission Settings buttons' functions are as follows:



TOGGLE (T)
This button will toggle on or off the six options available. Simply click the button next to the option you wish to enable or disable. Keyboard users must first press the number of the option before using the keyboard equivalent. The options available are:

1. Carry over FW fleet from previous mission (default: OFF).
2. Carry over enemy fleet from previous mission (default: OFF).
3. FW ships deploy with missiles (default: ON).
4. Enemy ships deploy with missiles (default: ON).
5. Enemy practices EMCON — Enemies will maintain communications silence (default: OFF).
6. Enemy identity foreknown — If OFF, an enemy ship must be boarded, or communications must be received to determine the enemy identity (default: ON).

EDIT ENEMY COMPUTER DATA (C)
This button will highlight a field into which the information gained when an enemy ship is captured may be typed. Pressing Enter or using the button again will exit you from this field.

EDIT NEUTRAL OUTPOST COMPUTER DATA (N)
This button will highlight a field into which the information gained when a neutral outpost is captured may be typed. Pressing Enter or using the button again will exit you from this field.

EDIT ENEMY OUTPOST COMPUTER DATA (E)
This button will highlight a field into which the information gained when an enemy outpost is captured may be typed. Pressing Enter or using the button again will exit you from this field.

DONE (D)
This button will store the mission settings and returns to the main mission builder screen.

ABORT (O)
This button will abort changes to the mission settings and returns to the main mission builder screen.

OUTPOST (O)
This button brings up the EDIT (E) button on the small display screen to its right.

EDIT (E)
Using this button will call up a selector box and pressing SELECT (S) will select the desired outpost. The OUTPOST PARAMETERS screen will then appear. Functions are as follows:

◆ / ◆
These buttons allow you to select a different outpost without having to exit the PARAMETERS screen first.

% DAMAGED (A)
This allows you to set how damaged the outpost is at the beginning of the mission.

FW CARGO SET (S)
This allows you to set how much FW cargo the outpost starts with.

ENEMY CARGO SET (E)
This allows you to set how much enemy cargo the outpost starts with.

DONE (D)
This saves the parameters set and returns you to the main mission builder.

ABORT (O)
This aborts the parameters set and returns you to the main mission builder.

WAYPOINT (W)
This allows you to ADD, EDIT, LOCATE, and DELETE waypoints.

ADD (A)
This button calls up a WAYPOINT PARAMETERS screen. It functions as follows:

FW RPs SET (S)
This allows you to set the maximum number of resource points that can be deployed to the waypoint during gameplay.

FW CARGO SET (E)
This allows you to set the number of units of FW cargo found at the waypoint.

LOCATE (L)
This creates the waypoint and allows you to place it on the map screen. Holding down the Shift key while using the arrow keys or clicking the mouse, will move the locator symbol on the map. Once the locator is at the desired point on the map, pressing DONE (D) will place the waypoint on the map. Pressing the ABORT (A) button will abort the function.

EDIT (I)
This button will call up the WAYPOINT PARAMETERS screen. It operates as in the ADD function with the following differences:

RELOCATE (L)
Allows you to relocate the waypoint in the manner described under LOCATE.

DONE (D)
This button saves the changes made to the waypoint and returns you to the main mission builder.

ABORT (O)
This button aborts the changes and returns you to the main mission builder.

LOCATE (C)
This button allows you to relocate the waypoint in the manner described under LOCATE in the ADD function.

DELETE (D)
This button allows you to delete a waypoint via the use of a selector box.

IGS (G)
This button allows you to interlock either Breach 2 or Breach 3 scenarios to an (L) opposition locator or (T) outpost.

L ➔ B2 / B3 (2)
This will link a Breach scenario to an opposition locator. You will be prompted to select a scenario and then an opposition locator to link it to.

T ➔ B2 / B3 (3)
This will link a Breach scenario to an outpost. You will be prompted to select a scenario and then an outpost to link it to.

NOTE: The Breach scenarios must be located in the CAMPAIGN subdirectory.

OP LOCAT (T)
This allows you to ADD, EDIT, LOCATE, and DELETE opposition locators. Opposition locators are the points on the map from which the enemy ships deploy. Only one enemy ship will be deployed from each locator.

ADD (A)
This button allows you to create new opposition locators. Functions are as follows:

% DAMAGED (A)
This allows you to set the amount of damage the ship deployed from this locator has already sustained. Using the button will highlight a field into which the percentage may be typed. Pressing Enter or clicking on the button again will exit you from the % Damaged field.

ENEMY RPs SET (S)
This allows you to set the number of resource points the enemy may deploy to the opposition locator during gameplay.

ENEMY CARGO SET (E)
This allows you to set the number of units of enemy cargo found at the locator.

ENEMY DEPLOYMENT OBJECTIVE
This allows you to set the main objective for the enemy ship deployed from the locator. The ↓ / ↑ buttons are used to select the objective. Objectives are as follows:

Prevent mission completion
Secure outpost X
Guard waypoint X
Destroy FW flagship
Destroy Y% of FW *shipclass*
Guard outpost X
Destroy outpost X
Destroy FW cargo
Destroy FW ships

SET X (X)
Highlights the X field into which you may type the value for X.

SET Y (Y)
Highlights the Y field into which you may type the value for Y.

SET CLASS (C)
Cycles through the different ship classes to use as *shipclass*.

LOCATE (L)
This button creates and locates the opposition locator in the manner described under LOCATE in the ADD WAYPOINT function.

EDIT (I)
This allows you to edit an opposition locator. This panel operates as it does under the ADD OP LOCAT function with the following changes:

RELOCATE (L)
Allows you to relocate an opposition locator using the manner described under LOCATE in the ADD WAYPOINT function.

DONE (D)
This button will save the changes made to the opposition locator and return you to the main mission builder.

ABORT (O)
This button will abort the changes and return you to the main mission builder.

LOCATE (T)
This button allows you to relocate an opposition locator in the manner described under LOCATE in the ADD WAYPOINT function.

DELETE (D)
This button allows you to remove an opposition locator from the mission.

SYSTEM (Y)
This button calls up a selector box which will allow you to select and load a different solar system than the one chosen for the mission.

NOTE: Changing systems may alter a mission drastically, particularly if the mission was designed around specific outposts or natural hazards, which may not be present in another system.

TAG TEXT
Text may be tagged to planets and outposts. When one of these is probed in the course of the game, the text will be displayed along with the normal information.

PLANET (P)
After selecting the planet you wish to tag text to with the selector box, a standard text editor will appear into which you may type the text you wish tagged to the planet. Pressing ESC (Escape) will tag the text to the planet and exit you to the main mission builder.

OUTPOST (U)
After selecting the outpost you wish to tag text to with the selector box, a standard text editor will appear into which you may type the text you wish tagged to the outpost. Pressing ESC (Escape) will tag the text to the outpost and exit you to the main mission builder.

BRIEFING (B)
This button calls up the briefing screen. Pressing the EDIT (F8) button will enter you into the standard text editor (see TEXT under the ALIEN FACTION BUILDER section). This campaign briefing should be used to give the story, objectives, and background of the mission.

OPENING VID
An opening video sequence may be specified for the mission. Static pictures or animation files (of the correct formats) may be used. Refer to USER VIDEO at the end of this section for more information on video formats.

SELECT
This section allows you to select the hostile alien race, neutral alien race, and the victory conditions for the mission.

HOSTILE (H)
A standard selector will appear and allow you to select the hostile alien faction used in the mission. You may also examine the alien from this selector by using the EXAMINE (E) button.

NEUTRAL (R)
A standard selector will appear and allow you to select the neutral alien faction used in the mission. You may also examine the alien from this selector by using the EXAMINE (E) button.

CENTERED ITEM INFO
This displays information about the item currently centered (set with the ADJUST button described below).

ADJUST (J)
This button calls up the view center selector panel, allowing you to select which object the map is centered on. The options are to center on:

WAYPOINT (W)	STAR (S)
FIELD (F)	OP LOCATOR (L)
PLANET (P)	OUTPOST (O)

ABORT (A) will abort out of the ADJUST function.

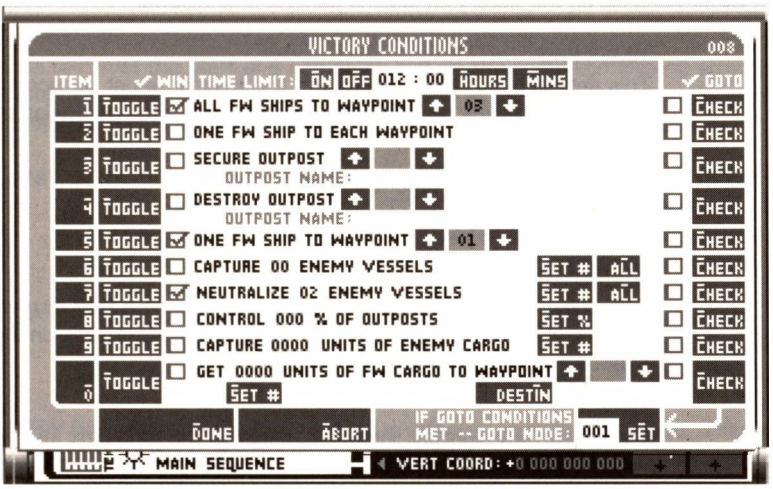
VICTORY (V)
This button will call up the victory conditions panel. The Victory Conditions panel is what you use to set the conditions under which a particular mission can be considered "won." These comprise the bulk of the options on this panel. Additionally, you can also set a time limit for the mission, and also set "hidden" objectives that, if met, cause the capaign to branch in a new direction..

√ WIN
If a checkmark appears to the left of a victory condition, then that victory condition is set to ON, and the parameters it specifies must be accomplished (within any time limits) in order to win the mission.

√ GOTO
If a checkmark appears to right of a victory condition under this heading, then that victory condition is set as a "if met goto." These are "hidden" conditions which are not listed in the mission objectives. Accomplishing all set "if met goto" conditions causes the game to ignore the standard win/lose branching of the campaign and jumps instead to the node on the campaign tree set by using the SET function below. If when playing a mission the player meets all "if met goto" conditions set, when the current mission ends the game will GOTO another node on the campaign tree, rather than following the tree down its normal win or lose branches. "If met goto" is useful because it allows unexpected branching. For example, the player may be assigned to destroy some ship in one mission, but "if met goto" condition may exists so that if the player does a particular thing (like capture an outpost not set as a "victory" condition), he might gather useful information for the FWAF which would lead to a change in strategy (hence, a new branching of the campaign).

There are ten victory conditions (1-0), any of which an be which may either be set to either ... toggled on or off. If a victory condition is ON, it must be accomplished (within any time limits) in order to win the mission.

The conditions are as follows:



1. **ALL FW SHIPS TO WAYPOINT**
   [the number may be selected by using ↓ / ↑]
2. **ONE FW SHIP TO EACH WAYPOINT**
3. **SECURE OUTPOST** [the number set by using ↓ / ↑]
4. **DESTROY OUTPOST** [the number set by using ↓ / ↑]
5. **ONE SHIP TO WAYPOINT** [the number set by using ↓ / ↑]
6. **CAPTURE 00 ENEMY VESSELS** [SET (S) allows you to set the number, ALL (L) will set them all]
7. **NEUTRALIZE 00 ENEMY VESSELS** [SET (S) allows you to set the number, ALL (L) will set them all]
8. **CONTROL 000% OF OUTPOSTS** [SET (S) allows you to set the percentage]
9. **CAPTURE 0000 UNITS OF ENEMY CARGO** [SET (S) allows you to set the number of units]
10. **GET 0000 UNITS OF FW CARGO TO** [SET (S) allows you to specify the number of units of cargo, DESTIN — (N) allows you to choose a waypoint, outpost, or planet, and ↓ / ↑ will select which waypoint, outpost, or planet to deliver the cargo to.

Other controls on the victory conditions panel are as follows:

TIME LIMIT
This sets a time limit under which the mission must be accomplished. Failure to complete the mission in time will cause the campaign to branch to the lose node.

ON (O) Enables the time limit.

OFF (F) Disables the time limit.

HOURS (H)
This button will highlight the hours field in the time limit into which the number of hours may be typed. Pressing Enter or clicking on the button again will exit you from the hours field.

MINS (M)
This button will highlight the minutes field in the time limit into which the number of minutes may be typed. Pressing Enter or clicking on the button again will exit you from the minutes field.

SET (E)
This button is used to enter/edit the number of the node you wish the current mission to go-to when all GOTO objectives have been met. The number appears next to the label "IF GOTO CONDITIONS MET – GOTO NODE:" Selecting this button causes the associated text field to become highlighted, and the node number that will be branched to may be entered. Any number between 1 and 511 may be input. Pressing Enter or clicking the mouse button will exit you from the goto node field.

DONE (D)
This button will save the conditions into the mission and return you to the main mission builder.

ABORT (A)
This button will abort anything done to the victory conditions and return you to the main mission builder.

USER VIDEO

There are three places where "video" can be added to your own campaigns. You may specify an animation to run at the start of a campaign (set via the campaign briefing editor), at the end of a campaign (via the terminator text editor) and at the beginning of a mission (via the mission briefing editor). Functionally, all are identical, and options are as follows:

ANI (A) This button will bring up a selector with a list of PC Animate Plus™ animation files in Rules 2`s GRAPHICS subdirectory. When the desired file has been highlighted, pressing LOAD (L) will load it into the mission and return you to the main Briefing screen. This function is not supported on the Amiga.

GIF (G) This button will bring up a selector box with a list of Graphic Interchange Format files in Rules 2`s GRAPHICS subdirectory. When the desired file has been highlighted, pressing LOAD (L) will load it into the campaign and return you to the main Briefing screen.

VIEW (V) This button will display the graphic or animation selected. Pressing any key on the keyboard, or clicking the mouse, will return you to the main briefing screen.

CLR (C) This button will clear the graphic or animation file`s name so that it will not be used in the mission or campaign.

IBM FORMAT NOTE: Compatible GIF files must be 320x200 pixels with 256 colors. Higher and lower resolutions are not supported. ANI files are more flexible, and all "true" VGA modes are supported (including 640x480 pixels with 16 colors). Super VGA is not directly supported, so animations in those modes will run only if you load a VESA driver designed for your video card which is compatible with PC Animate Plus animations.

AMIGA FORMAT NOTE: Compatible GIF files must be 320x200 pixels with 16 colors. Higher and lower resolutions are not supported. ANI files are not supported on the Amiga..

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